

Great Baseball™

It's just like the real thing. You get to pick your pitchers. And your pitches.

You have the advantage of pinch hitters and relief pitchers. Plus you can run, steal, throw fake-outs, even hit homers.

And just like in real baseball, you can always strike out.

So get ready. It's time to play ball!



Now, there are no limits.®

SEGA®

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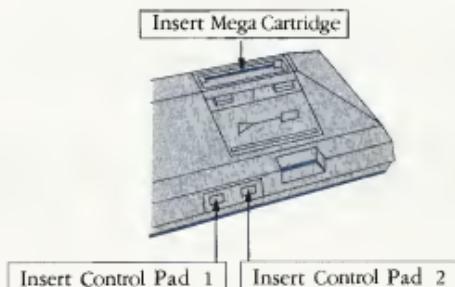
SEGA®

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the GREAT BASEBALL CARTRIDGE into the power base (shown below) as described in your SEGA SYSTEM™ manual.
3. Insert a control pad into port 1 on the power base. If two people are to play, insert another control pad into port 2.
4. Turn the power switch ON. If nothing appears on screen, recheck Sega Card insertion.

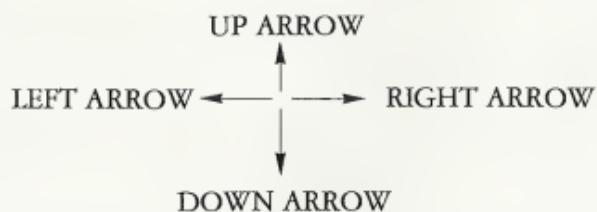
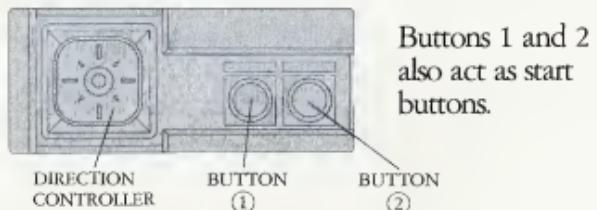
IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player: Push either BUTTON on control pad 1.
For 2 player: Push either BUTTON on control pad 2.



Selecting Your Options

The following illustration shows you the control points on your SEGA CONTROL PAD. Refer to this illustration to select your options.



1. SELECT YOUR PLAYER NUMBER AND LEVEL

Use the DIRECTION CONTROLLER to select one of the following player number and level combinations:

Level 1 (1 or 2 players) - In this level, fielders automatically go after the ball.

Level 2 (1 or 2 players) - In this level, you move the fielders who are closest to the ball.

Home Run Contest (1 or 2 players) - In this level, you compete to see how many homers you can hit out of 20 perfect pitches. (See HOME RUN CONTEST, page 10, for more details.)

2. SELECT YOUR TEAM

Use the DIRECTION CONTROLLER to choose your team from two different leagues.

Team 1 - goes to bat first.
Team 2 - bats second.

In one-player games - Once you select your team, press the START button. The computer will automatically select your opposing team from the same league.

In two-player games - Both players can select their own teams. But they have to be from the same league.

3. SELECT YOUR PITCHERS

Use the DIRECTION CONTROLLER to choose your pitchers, specialty balls and stamina level. Here's how:



To choose the starting pitcher – Use the DIRECTION CONTROLLER to select the pitcher and press the START button.

To choose your specialty ball – Use the DIRECTION CONTROLLER to make your selection and press the START button.

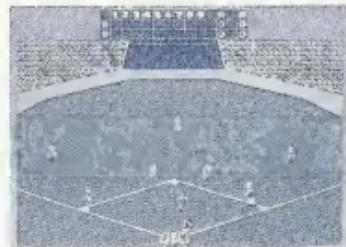
To choose your stamina level – Use the DIRECTION CONTROLLER to move the stamina level. With more stamina, your pitching speed and accuracy will last longer.

Play Ball!

Now that you've made all of your selections, you're ready to play ball.



Using your SEGA CONTROL PAD, you'll make your players pitch, field, bat, take bases, score runs and more. Here's how:



When You're Up To Bat

BATTING

To position your batter – move the DIRECTION CONTROLLER.

To swing the bat – Press BUTTON 2.

NOTE: Your swing stops when you release the button.

To get to first base – You'll automatically get to first base when you hit the ball.

RUNNING THE BASES

To select your runner – Use the DIRECTION CONTROLLER.

To advance the selected runner – Press BUTTON 1.

To send the selected runner back – Press BUTTON 2.

PUTTING IN A PINCH HITTER

You are allowed up to four pinch hitters in each game. Select your pinch hitters for a given inning just before your team goes up to bat. Here's how:



1. Simultaneously press both the DOWN ARROW on the DIRECTION CONTROLLER and BUTTON 1.

You will then see the screen displaying your selection of pinch hitters.

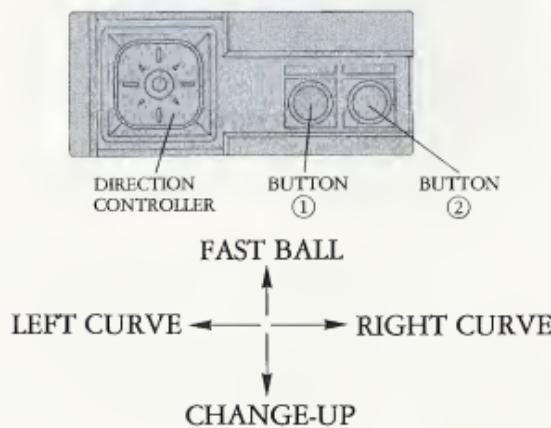
2. Move the DIRECTION CONTROLLER to select a pinch hitter. Then press the START BUTTON.

8 Playing The Field

PITCHING

To position your pitcher – Move the DIRECTION CONTROLLER.

To select a pitch – Using the following illustration as a guide, use the DIRECTION CONTROLLER to make your pitch.

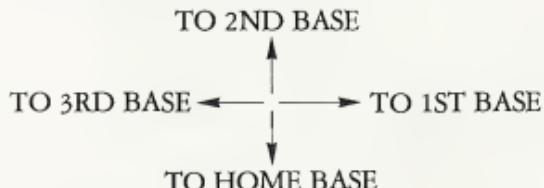


PUTTING IN A RELIEF PITCHER – If you need to put in a relief pitcher, you can do so just before pitching.
Here's how:

1. Simultaneously press both the DOWN ARROW on the DIRECTION CONTROLLER and BUTTON 1.
2. Move the DIRECTION CONTROLLER to select a relief pitcher and press the START BUTTON.

THROWING THE BALL

To select a direction – Press the desired direction on the CONTROLLER using the following illustration as a guide:



To release the ball – Press BUTTON 2.

NOTE: To fake a throw, follow the above directions, but press BUTTON 1 instead of 2.

CATCHING THE BALL (Level 2 only)

Use the DIRECTION CONTROLLER to move the fielders closest to the ball. Try to get to the right position at the right time, then press BUTTON 1 or 2 to "get" the ball.

Move the DIRECTION CONTROLLER to select a fielder to catch the ball and press the START BUTTON.

Home Run Contest

See how many homers you can hit out of 20 perfect pitches.

In a one-player contest, you get 20 pitches in a row.

In a two-player contest, you each get 20 pitches, but you take turns swinging.

Know The Score

You'll receive 1 point for every run. Everytime a side is retired, the scoreboard will be displayed showing you each team's total score and number of hits.

If there's a tie...

IN A 1-PLAYER GAME: The computer wins.

IN A 2-PLAYER GAME: The game goes into extra innings until the tie is broken.



Helpful Hints

Just like in real baseball, the speed of the ball is going to depend on your bat placement. Try to hit the ball directly with the core of the bat.

When fielding, pay attention to the shadow of the ball. It'll tell you exactly where the ball is going to fall.

When on base, don't be afraid to lead off or try to steal. You can always go back to the base.

Scoreboard

Scoreboard

Scoreboard